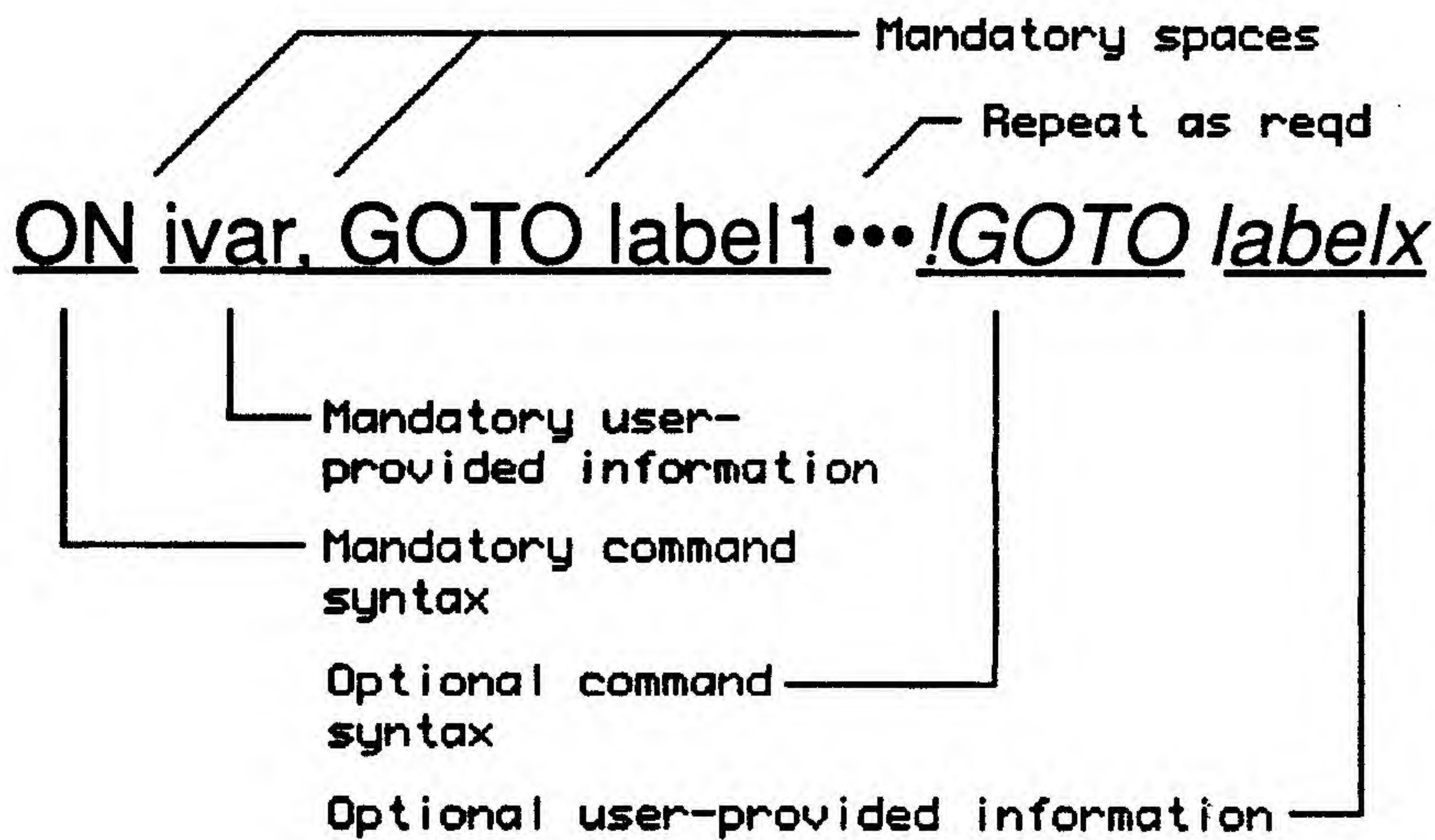


Symbols. The manual uses the symbols shown in Table 2 in MacroSoft commands. For example:



Symbol	Meaning
ivar	Integer variable
iconst	Integer constant
iary	Integer array
iexpr	Expression containing only integer variables and constants
fvar	Floating point (real) variable
fconst	Floating point (real) constant
fary	Floating point array
fexpr	Expression containing only floating point variables and constants
svar	String (literal) variable
sconst	String (literal) constant
sary	String array
sexpr	Expression containing only string variables and constants

Table 2. Symbols used in MacroSoft commands



Rapid Reference

Main Menu

A	Run the Assembler
C	Catalog current disk
D	Set Assembler default Parameters
E	Enter Editor
L	Load a file from disk
M	Merge a file on disk with the current file
N	Clear file space
P	Set ProDOS prefix or DOS 3.3 Slot/Drive number
S	Save the current file to disk
U	Enter Utilities Menu (see below)
CTRL-D	Set date (ProDOS) or execute DOS command (DOS)
\$	Apple Monitor Command or set date (DOS)
!	Quit the Assembler
RETURN	Display Help menu

Utilities Menu

B	Load text file
C	Catalog any disk (ProDOS)
D	Delete a file (ProDOS)
L	Lock a file (ProDOS)
M	Make a directory (ProDOS)
P	Print the current source file
T	Save the current source file as a text file
U	Unlock a file (ProDOS)
!	Return to Main Menu

Editor Commands

Syntax	Explanation
Cx,y,z	Copy lines x through y, z times.
Dx,y	Delete lines x through y.
Ex,y	Edit lines x through y.
E'XX'x,y	Edit lines that contain XX from x through y.
F	Displays length of source code and space remaining for source.
H or ?	Display Help menu.
Ix	Insert lines beginning at line x.
L'XX'x,y	Print formatted with XX for lines x through y.
Lx,y	Print formatted lines x through y.
Mx,y	Move lines x through y.
O'XX'x,y	Send to printer lines containing XX for lines x through y.
Ox,y	Send lines x through y to printer.
P'XX'x,y	Print lines containing XX for lines x through y.
Px,y	Print lines x through y.

R'XX'YY'x,y	Replace XX with YY for lines x through y.
W or /	Print current line.
CTRL-R	Replay last entered command.
CTRL-Y	Toggle to lower/upper case.
RETURN	Toggle between insert/command modes.
, or UP-ARROW	Move to previous line.
. or DOWN-ARROW	Move to next line.
! or ESC	Return to main menu.

Special Editor Symbols

*	Last line
+x	From current line through next x lines
>	Find next occurrence (after string search)

Commands for Line Edit Mode

RIGHT-ARROW	Move forward one character
LEFT-ARROW	Move backward one character
CTRL-B	Go to beginning
CTRL-D	Delete character under cursor
CTRL-E	Go to end
CTRL-I	Insert characters
CTRL-T	Tab to next field
CTRL-Z	Delete to end of line
ESC	Leave with no changes
RETURN	Leave with all changes
DELETE	Destructive backspace

MacroSoft Commands

```

ABS ivar1,ivar2
ALET iary(iexpr1)=iexpr2
ALET iary1(iexpr1)=iary2(iexpr2)
ALET ivar=iary(iexpr)
ATN fvar1,fvar2
BCK iexpr
BEGIN iconst1,iconst2
BUTTON iexpr,statement1...,statementN
CALL iexpr
CHR svar,iexpr
CLEANUP
COLOR iexpr
CONCAT svar1,svar2
COS fvar1,fvar2
DATA iconst1...,iconstN
DECR ivar
DIM iary(iconst1,iconst2)...,iaryN(inconstN1,
                                inconstN2)
DIM iary1(iconst1)...,iaryN(icosntN)
DIV2 ivar
DRAW iexpr1,iexpr2,iexpr3
ELSE statement1...!statementN
END
EXP fvar1,fvar2
FABS fvar1,fvar2
FCLOSE pathname

```


FCOMP ivar,fvar1,fvar2
 FCREATE pathname
 FDIM fary1(iconst1)...,faryN(iconstN)
 FEND pathname
 FINPUT fvar
 FINT fvar1,fvar2
 FLASH
 FLET fary(iexpr)=fexpr
 FLET fary1(iexpr1)=fary2(iexpr2)
 FLET fvar=fary(iexpr)
 FLET fvar=fexpr
 FOPEN pathname
 FOR ivar=iexpr1,iexpr2
 FP rvar=fexpr
 FPRINT fexpr
 FPTOS svar,fvar
 FREAD pathname,sary,iexpr
 FVAR fvar1...,fvarN
 FWRITE pathname,sexpr,
 GET ivar
 GETVAR fary,afary,iexpr
 GETVAR fvar,afvar
 GETVAR iary,aiary,iexpr
 GETVAR ivar,aivar
 GOSUB label
 GOTO label
 GR
 HCOLOR iexpr
 HFINd ivar1,ivar2
 HGR
 HGR2
 HLIN iexpr1,iexpr2,iexpr3
 HOME
 HPLOT iexpr1,iexpr2,iexpr3,iexpr4
 HPOSN iexpr1,iexpr2
 HSCRN ivar,iexpr1,iexpr2
 HTAB iexpr
 IF iexpr,statement1...! statementN
 IFAND iexpr1,...iexprN,statement1...!statementN
 IFOR iexpr1,...iexprN, statement1...!statementN
 IN iexpr
 INCR ivar
 INPUT ivar
 INTTOS svar,ivar
 KEY iexpr,statement1...,statementN
 KEY sconst,statement1...,statementN
 KEYPRESS ivar,statement1...,statementN
 LEFT svar1,svar2,iexpr
 LEN ivar,svar
 LET ivar=iexpr
 LINE iexpr1,iexpr2
 LOG fvar1,fvar2
 MID svar1,svar2,iexpr1,iexpr2
 MPL
 MUL
 MULT2 ivar
 NEXT ivar
 NORMAL
 INVERSE
 NUMFILES iconst
 ON ivar,statement1...statementN
 ONERR label,ivar1,ivar2
 ONRESET ivar1,ivar2,ivar3
 PAUSE iexpr

PDL ivar,iexpr
 PEEK ivar,iexpr
 PLOT iexpr1,iexpr2
 POKE iexpr1,iexpr2
 POP
 PR iexpr
 PRINT iexpr
 PRINT "sconst"
 PUTVAR afary,fary,iexpr
 PUTVAR afvar,fvar
 PUTVAR aiary,iary,iexpr
 PUTVAR aivar,ivar
 READ iary,label,iexpr
 REPEAT
 RETURN
 RIGHT svar1,svar2,iexpr
 RND ivar,iexpr
 ROT iexpr
 SCALE iexpr
 SCRN ivar,iexpr1,iexpr2
 SET iexpr,ivar1...,ivarN
 SGN ivar1,ivar2
 SIF sexpr,statement1...!statementN
 SIN fvar1,fvar2
 SINPUT svar,iconst1,iconst2
 SLET sary(iexpr)=sexpr
 SLET sary1(iexpr1)=sary2(iexpr2)
 SLET svar=sary(iexpr)
 SLET svar=sexpr
 SOUND iexpr1,iexpr2
 SPC iexpr,
 SPRINT sexpr,iexpr1,iexpr2
 SQR fvar1,fvar2
 STOPP fvar,svar
 STOINT ivar,svar
 STOP
 TAN fvar1,fvar2
 TEXT
 TOFP fvar,ivar
 TOINT ivar,fvar
 UEN
 UNTIL iexpr
 USE libraryname
 VAR ivar1...,ivarN
 VLIN iexpr1,iexpr2,iexpr3
 VTAB iexpr
 WHILE iexpr
 WHILEN
 XDRAW iexpr1,iexpr2,iexpr3